

THE LATEST NEWS, REVIEWS, PREVIEWS AND PLAYING TIPS INSIDE!

ISSUE 13

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# BATMAN

ARKHAM ORIGINS

10.25.2013  
WORLDWIDE

PC



XBOX 360

XBOX  
LIVE



PlayStation

RATING PENDING  
**RP**  
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# inside gamecenter

## preview

### BATMAN: ARKHAM ORIGINS

It's beginning to look a lot like Christmas in Gotham City -- snow on the ground, presents under the tree and a group of assassins gunning for the Batman! Take a peek at what's in store for him.

**36**

## the games

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DREAM TEAM****44****LOST PLANET 3****45****SAINTS ROW IV****45**



The NBA 2K14 logo is prominently displayed at the bottom of the page. It features the official NBA logo on the left, followed by the text "NBA 2K14" in a large, bold, stylized font. The "2K" is in red, and "14" is in grey, while "NBA" is in white with a black outline.

**KING  
JAMES**

## BONUS PACK WITH PRE-ORDER

**RATING PENDING**  
**RP**  
CONTENT RATED BY  
**ESRB**

Visit [www.esrb.org](http://www.esrb.org)  
for rating information



PS3  
PlayStation 3



XBOX 360



# inside gamecenter™

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## GTA V

Though it's coming at the end of the console generation, *GTA V* might be its biggest game yet! We look at all of the open-world mayhem the landmark series is known for in this month's cover story!

28





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T W I  
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PS3

Wii U

Nintendo eShop

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Drug Reference  
Intense Violence  
Strong Language

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**UBISOFT**

# welcome

FROM THE PUBLISHER



## JUDGING GAMES BY THEIR COVER

**O**n this month's cover we have one of the most anticipated games of the year, *Grand Theft Auto V*. Developer Rockstar Games promises the biggest, most dynamic, open-world game yet. It is also guaranteed to contain all of the mature themes the *GTA* series is known for.

This game is one example of how important it is to be aware of a game's content in regards to those who will be playing it. Fortunately, the game industry has what is widely regarded as the best entertainment ratings system out there: The ESRB.

The Entertainment Software Ratings Board reviews every game available at retailers such as Walmart. Each title is evaluated and given a rating based on the content it contains with a particular emphasis on violence, language, and sexuality. In addition to the letter ratings (shown above), each game is given descriptors which can be seen on the back of the box.

For example, the new release *Tales of Xillia*, was given a T rating and contains the content descriptors, "Blood, Mild Language, Sexual Themes, Use of Alcohol, and Violence." The T rating means the game is generally suitable for those age 13 and over.

Now some parents might be okay with their 11 year-old playing a T rated game, but they might not be approving of some

content that could fall under the banner of the T rating. That's why it is so important to read the full description before making a decision.

The editors at Walmart GameCenter magazine love games of every sort. We have a great time with *Animal Crossing*, *Call of Duty* and everything in between. But we believe in matching games to the right player. That's why we work so hard to provide in-depth previews and accurate reviews for our readers.

It is also why this November we will publish our second annual Parents Guide to Videogames, a complete resource for everyone wanting to choose the right game for their family. The Parents Guide will contain an encyclopedia of games available, sorted by rating for easy reference.

Additionally, we will offer an updated version of our Parents Guide app, featuring a searchable database of games complete with screenshots and trailers for evaluation.

So while we all get excited about the release of *GTA V*, let's also get excited about being educated consumers. Even if you don't have any children to buy for, those descriptors are perfect to help figure out if the game is right for you.

STEVE HARRIS  
PUBLISHER



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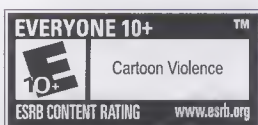
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# GAME ON!

GAMING NEWS, NUMBERS, AND GOSSIP

EDITED BY ERIC L. PATTERSON

## MICROSOFT DETAILS ITS WORK ON CREATING A BETTER ONLINE ENVIRONMENT

### NEXT GENERATION

**W**hile once considered a niche feature only intended for the most hardcore of gamers, these days, the idea of hopping online and facing off against players from around the globe is something we expect from every piece of gaming equipment we own.

As much work as game developers and producers put into the technology that allows us to connect together over the Internet, there's a piece of the equation that no amount of server strength or bandwidth speed can change: the players themselves.

With the upcoming launch of the Xbox One, Xbox Live program manager Michael Dunn recently went into some of the details that are going into the next generation of Microsoft's online gaming network. While the Xbox 360 had some level of player filtering and feedback, the company is hoping to really ramp up those efforts to provide an even better environment for all types of players.

"With the new community-powered reputation model for Xbox One, we want to help you avoid the players you don't want to play with," Dunn said. "If you don't want to play with cheats or jerks, you shouldn't have to. Our new reputation model helps expose people that aren't fun to be around and creates real consequences for troublemakers that harass our good players."

The first step to that is simplifying the way player feedback is submitted. Telling Microsoft what you think of a particular player will now be easier to do, but it'll also be harder for people to abuse the system. Dunn explains that a wide variety of factors will go into checking negative reports against players, and that people who are truly good won't be taken down by others who are trying to grief them. For those who do tend to display unsportsmanlike behavior, their reputation will be directly noted right on their Gamertags. On the Xbox 360, Microsoft's servers would still match up good players with those who had negative reputations if there weren't enough available matches at

the moment; on the Xbox One, players from different reputation levels should now never cross paths.

"This system will continue to evolve and get better as we track the feedback we get from players and titles—plus add more consequences for the jerks," Dunn noted. "It also helps us match you with other gamers like you. Of course, the system will be as good as you make it, so all you need to do is report the players that are abusive, cheating, or causing mayhem, and their reputation will reflect that."

**"WITH THE NEW COMMUNITY-POWERED REPUTATION MODEL FOR XBOX ONE, WE WANT TO HELP YOU AVOID THE PLAYERS YOU DON'T WANT TO PLAY WITH..."**

—XBOX LIVE PROGRAM MANAGER MICHAEL DUNN



## BY THE NUMBERS

**5** Minutes of footage the Xbox One's Game DVR will automatically record

**\$9,000** Real-world value of a player's ship recently destroyed in *EVE Online*

**25 million** Copies of *Grand Theft Auto IV* sold since its 2008 release.

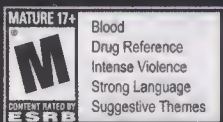
**40,000** Responses Capcom received from fans for what changes should come in *Ultra Street Fighter IV*

**87** Minutes it took a group of dedicated *Half-Life 2* fans to do an amazing speedrun through the game



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# PAYDAY 2



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## SONY REVEALS MORE ABOUT PS4'S SOCIAL ASPECTS

As we lead up to the launch of new gaming systems later this year, Microsoft isn't the only company who's come out and given more details on what they'll be doing with their new platform. Sony's been busy clarifying further elements of the PlayStation 4, and one of them is something PlayStation fans have been wanting for a long time: cross-game party chat.

Indeed, party chat will now be a built-in feature for the PS4, letting friends use the bundled headset mic to voice chat with one another no matter what they're currently doing on the system. Even better, cross-game party chat will be available to all PS4 owners, no matter if they're PlayStation Plus subscribers or not. (Sony also confirmed that, much like the PS3, free-to-play games and media services like Netflix will also be available to all PS4 owners.)



Speaking of friends, those who love to bask in the limelight of popularity will no longer have to be choosy about who they befriend,

as the PlayStation 4's friends list will be able to hold up to 2,000 PSN members. Part of the reason for this is Sony's push to make the PS4 more of a social-media network, so users will not only be able to be friends with one another directly, but also follow those gamers they'd like to keep up on.

## WORLD OF WARCRAFT AND GRAN TURISMO HEAD TO HOLLYWOOD

Hollywood's love affair with adapting videogames for the big screen doesn't seem as if it'll be over anytime soon, as two new game-to-movie projects have been unveiled. First up is something fans have been wanting for a long time: a live-action *World of Warcraft* movie. Given the dramatic and cinematic nature of Blizzard's CG cutscenes for the various *WoW* games, there's a lot of potential here—especially given director Duncan Jones' past efforts such as *Moon*. The yet-to-be-titled *World of Warcraft* movie will start filming next year, with a release for 2015.

Then, in a more unexpected twist, it seems Sony is looking to transform its much-beloved racing franchise *Gran Turismo* into a Hollywood blockbuster, with *Fifty Shades of Grey* producers Mike De Luca and Dana Brunetti helping to make it happen. *Gran Turismo* might seem like an odd choice of source material for a movie, but with the *Need for Speed* movie already under production, it isn't the only racer to go off the tracks into uncharted territory.

## NEXT-GEN TOMB RAIDER PROJECT CONFIRMED

For all of you fans out there of Square Enix's recent reboot of one of gaming's most notable heroines, good news—*Tomb Raider* and its leading lady, Lara Croft, are now confirmed to be returning on next-generation consoles. Rumors first started swirling of a follow-up to the retelling of Lara's origins when comic writer Gail Simone, announced that she was working on a graphic novel that would bridge the gap between the original and the then-unannounced sequel. Confirmation then came from Square Enix's American and European CEO Phil Rogers, who noted that his company was "well into development on a next-generation *Tomb Raider* sequel."

"It's still early days, so I'm afraid I can't provide any further details for now," added Square Enix head of product development Darrell Gallagher, "save my assurance that we're not resting on our laurels and acclaim from *Tomb Raider*'s recent successes, but working hard to raise the bar even higher and reaffirm the faith you've shown."

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AUGUST

Tom Clancy's  
Splinter Cell: Blacklist

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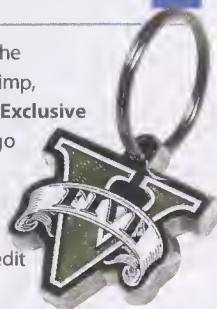
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SEPTEMBER

Grand Theft Auto V

17

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Movie Credit



OCTOBER

Just Dance 2014

08

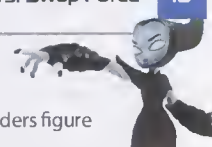
Pokemon X and  
Pokemon Y

12

Skylanders: Swap Force

13

Includes  
Lightcore  
Hex Skylanders figure





## MORE MODERN WARFARE, THE FORCE IS STRONG WITH KINGDOM HEARTS, AND DARKNESS IS ETERNAL

So many great rumors this month, it's hard to know where to start. While we're still marking off the days on the calendar until the release of *Call of Duty: Ghosts*, might we have a hint of what's next in line for Activision's most treasured franchise? Seems a visual effects artist over at Sledgehammer Games did what people in game development just aren't supposed to do: jump the gun by spilling secrets on their LinkedIn profiles. On his résumé, the artist noted that he's "developing photo-real visual effects" for the "next *Call of Duty: Modern Warfare* re-release." Of course, many expected this year's game would be *Modern Warfare 4* but were then surprised when Infinity Ward instead revealed *Ghosts*. If the typical development cycle for *Call of Duty* holds, the next title should be in the hands of Treyarch—but given Sledgehammer's role in helping to develop *Modern Warfare 3*, they'd make a great partner for a team who'd be taking their first stab at the *Modern Warfare* saga...From the "maybe dreams can come true" department, *Kingdom Hearts* director Tetsuya Nomura has hinted that he'd love to integrate characters and elements from *Star Wars* and Marvel into the *Kingdom Hearts* mythos. That could actually be possible thanks to Disney now owning both properties, but Nomura cautions that even while that's true, it doesn't mean his team would have free rein to integrate everything and anything they'd like to see. Still, crazier things have happened—and Nomura promises surprises for the future of the series. Pitting Darth Vader against Wolverine might sound like a crazy idea, but then again, so was the idea of a *Final Fantasy* and Disney crossover when it was

first announced over a decade ago...Speaking of dreams coming true, one of the games the Q-Mann is sad to see seemingly lost to time is *Eternal Darkness: Sanity's Requiem*. Silicon Knights' adventure into survival-horror was deemed a cult classic when it released in 2002, but due to its failure to capture a huge audience, the game became something of a lost treasure known only to hardcore GameCube owners. Now, however, Nintendo has re-registered the trademark for *Eternal Darkness* with the United States Patent and Trademark Office. Part of the filing's description explains the trademark as being used for "downloadable electronic game software"—hinting that the House of Mario might be looking to introduce the

### GAMING GOSSIP

game to a new generation of players as a digital download. With a full HD remastering unlikely for a game such as *Eternal Darkness*, I can't help but place my bets on the introduction of GameCube games to the Wii U's Virtual Console... A potential re-release for *Eternal Darkness* isn't the only tidbit to come from rights renewals, as not one but two trademarks for Agent were recently revived by Take-Two Interactive. Unsure about what Agent even is? I don't blame you! "Agent takes players on a paranoid journey into the world of counterintelligence, espionage and political assassinations during the height of the Cold War at the end of the 1970s," the game's official description reads. My intel network is certain that if Agent does see the light of day, it'll now be next-generation...

## WALMART'S TOP SELLERS

This month's top-selling videogames...

**NCAA FOOTBALL 14**  
EA Sports - PS3 / X360

01

**CALL OF DUTY: BLACK OPS 2**

Activision - WiiU / PS3 / X360

02

**THE LAST OF US**

SCEA - PS3

03

**ELDER SCROLLS V: SKYRIM**

Bethesda - PS3 / X360

04

**ANIMAL CROSSING: NEW LEAF**

Nintendo - 3DS

05

**NEW SUPER MARIO BROS**

Nintendo - NDS / Wii / WiiU

06

**INJUSTICE: GODS AMONG U**

WBIE - WiiU / PS3 / X360

07

**SKYLANDERS GIANTS: STARTER PACK**

Activision - PS3 / X360 / Wii / WiiU / 3DS

08

**NBA 2K13**

2K Sports - WiiU / PS3 / X360

09

**LUIGI'S MANSION: DARK MOON**

Nintendo - 3DS

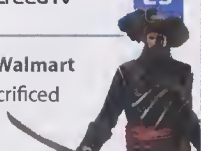
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**Batman: Arkham Origins** 25

Includes Playable Deathstroke Character and Challenge Maps

**Assassin's Creed IV** 29

Includes the **Walmart Exclusive** Sacrificed Secrets Pack



**Battlefield 4** 29



Includes the Battlefield 4 China Rising Expansion Pack

### NOVEMBER

**Need for Speed: Rivals** 19

Includes the Nissan GT-R Black Edition Cop Car

**South Park: Stick of Truth** 19

Includes Good Times Weapons and Mysterion Superheroes Packs



**Watch\_Dogs** tba

Includes **Walmart Exclusive** Cyberpunk Theme Pack

**Dead Rising 3** tba

Day One Edition includes Special Box and In-Game Content Exclusive to this Edition

1

# MADDEN NFL 25

**PUBLISHER** EA SPORTS  
**DEVELOPER** EA TIBURON  
**PLATFORMS** 360 / PS3

27  
AUG

"The biggest changes we're making this year are to the running game. We've not only added over 30 new moves, but you can also combo them together like [former Detroit Lions star] Barry Sanders. On top of that, we've added hard cuts for the runner, improved run blocking, and the ability to recover from a stumble. We've also added the ability to run your entire organization as an owner in the Connected Franchise mode. You'll not only hire head coaches, trainers, and scouts, but hiring higher-level coaches will also allow your players to earn XP faster, making it easier to improve your team, while hiring better scouts will make it cheaper to scout certain ratings, and hiring good trainers will help your older player maintain their abilities longer. You'll also get to manage your stadium and can not only upgrade everything from the parking lot to the locker room, but you can even relocate to a different city."

—MIKE YOUNG, CREATIVE DIRECTOR, EA TIBURON



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# 5 to PLAY

NEW GAMES YOU DON'T WANT TO MISS

BY PAUL SEMEL

# 5 to PLAY



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## DIABLO III

PUBLISHER ACTIVISION  
DEVELOPER BLIZZARD ENTERTAINMENT  
PLATFORMS 360 / PS3

03  
SEPT

"We weren't just bringing *Diablo III* to other platforms—we wanted to make a great console game. That meant that we were willing to make big changes if necessary. Naturally, the very first thing we looked at when we started thinking about taking *Diablo III* from PC to the console world was the controller. We couldn't just ship the same PC game with a new control scheme slapped on. We wanted very much for *Diablo III* on console to feel like an awesome, native experience with a controller in hand—you should be fighting monsters, not fighting the game. We also needed to redo the entire UI. In a game where you're regularly picking up loot, managing your inventory needs to be as seamless as possible."

—MATTHEW BERGER, SENIOR LEVEL DESIGNER, BLIZZARD ENTERTAINMENT

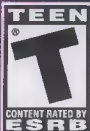


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PS3  
PlayStation 3



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# 5 to PLAY

## 3

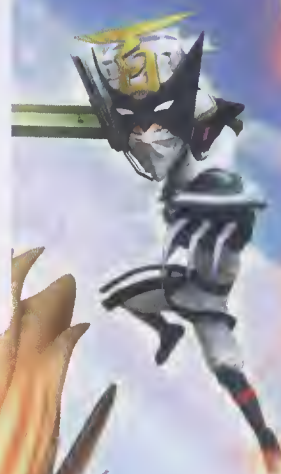
### THE WONDERFUL 101

PUBLISHER NINTENDO  
DEVELOPER PLATINUM GAMES  
PLATFORM Wii U

15  
SEP

"As the game begins, the menacing Geathjerk Invaders suddenly appear on a peaceful planet. The friends of justice—the Wonderful 100—must face them. These 100 heroes wear specialized 'Sentinel Suits' to reinforce their bone structure, and they belong to a special fighting force organized secretly by the planet's secret service. However, it's not like players will have 100 heroes from the beginning. They must find the other heroes scattered all over as they advance through many battles. During missions, the Geathjerk will come from every direction. Your team can attack them directly, but that won't be enough. You'll need a powerful special move called a "Unite Morph," which can be activated by bonding your teammates together to transform them into a giant weapon."

—HIDEKI KAMIYA, CREATIVE DIRECTOR, PLATINUM GAMES



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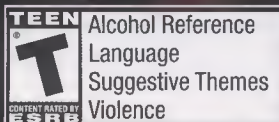
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OUT SEPTEMBER 3<sup>RD</sup>



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# 5 to PLAY

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**NHL 14**

PUBLISHER EA SPORTS  
DEVELOPER EA CANADA  
PLATFORMS 360 / PS3

10  
SEP

"If I'm forced to pick one new feature of *NHL 14* as my favorite, I'd go with the collision physics, which let you throw huge hits with just the left stick. The hits this year are extremely satisfying. Another cool new feature is the Enforcer engine, which leverages the technology from *Fight Night* to create the most in-depth, realistic fighting ever seen in the *NHL* franchise. We've also got one-touch dekes, which are a simple way to counter against a player stepping up for a big hit and let players pull of a deke move by pressing a single button. Finally, there's the inclusion of *NHL 94*, which takes such retro elements as the classic button controls, organ music, blue ice, star-player indicator, and custom power ring/Jumbotron art, and combines it with the power of today's consoles to deliver a new way of playing old-school hockey."

—SEAN RAMJAGSINGH, LEAD PRODUCER, EA CANADA

Bauer

# 5 to PLAY



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# 5

## FIFA 14

PUBLISHER EA SPORTS  
DEVELOPER EA CANADA

PLATFORMS 360 / PS3 / PC (XBOX ONE / PS4 IN NOV)

24

SEP

"We want people to really feel the emotion of scoring great goals in *FIFA 14*, so we have two features—Pure Shot and Real Ball Physics—that transform shooting to make every shot feel real and rewarding when you hit that perfect strike. With Pure Shot, players can now adjust their approach angle, and new animations support this, making every shot feel real. You won't see any more 'scissor legs' like you did in *FIFA 13*. As for Real Ball Physics, it's all about the pinnacle of when the player connects with the ball, and this, combined with Pure Shot, creates the exhilaration of scoring we're looking for. We've studied a lot of real-life ball data, and we made a massive overhaul to our ball-physics system and formulas. Now you're able to kick the ball harder, and the flight paths will be more accurate, based on real-world research and data."

— AARON MCHARDY, SENIOR GAMEPLAY PRODUCER, EA CANADA



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# grand theft auto

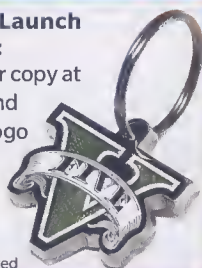
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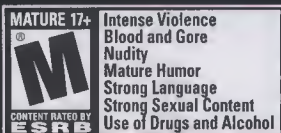





*Michael*



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# 10 secrets

## OF NCAA FOOTBALL 14

BY PAUL SEMEL



**C**onsidering that college football has been around for 144 years, it's doubtful that there's anything about the sport that hardcore fans don't know. The same, however, cannot be said for *NCAA Football 14*, the latest version of EA Sports' annual college gridiron game. According to producer Ben Haumiller, some elements in this year's edition of the game might surprise even the most loyal of pigskin players.



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### ONLY A SITH BELIEVES IN ACHIEVEMENTS

*NCAA Football 14* offers three Achievements/Trophies with rather "Forceful" names: "All Too Easy," "You're But the Learner," and "Now I Am the Master." But, no, to answer the obvious question, the team didn't come up with them after it was announced that Disney had hired NCAA publisher Electronic Arts to make *Star Wars* games. "We didn't know the deal was coming," Haumiller chuckles. "It was just a happy coincidence."





armature



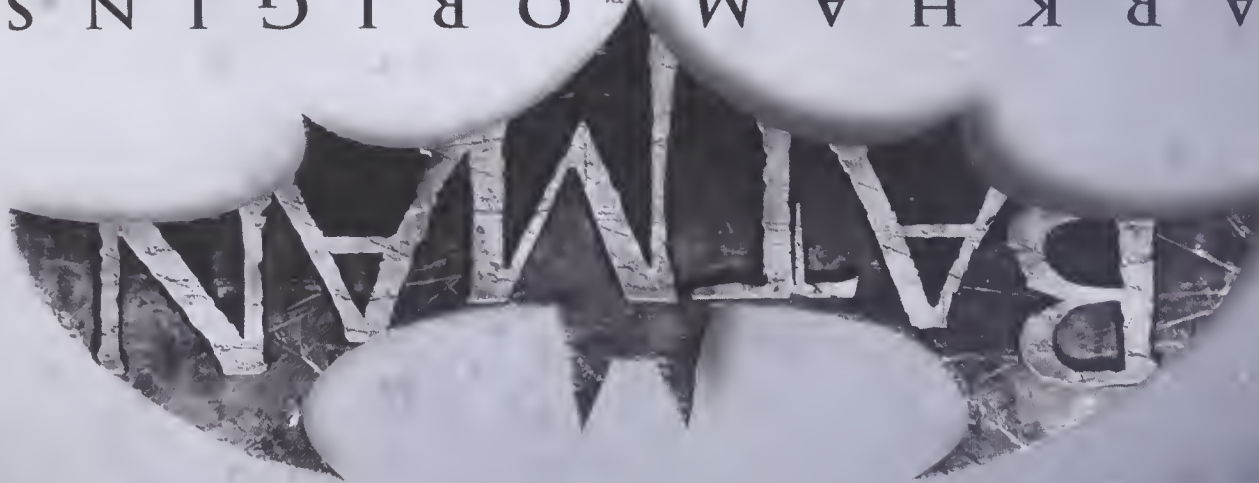




10.25.2013

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ARKHAM ORIGINS





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PlayStation Network

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## 02 WELCOME TO THE THUNDERDOME

George Lucas' epic saga isn't, of course, the only sci-fi movie referenced in this college football game. One new aspect of *NCAA* is an addition to Dynasty mode called "coach skills," which lets you customize your coach like in an RPG. "One of these," Haumiller explains, "gives your coach the ability to not be rattled when your team is the visitors. So, we called it 'Road Warrior,' after the movie."

## 03 BIG-TIME

Continuing with the sci-fi theme, Haumiller points out that another of the "coach skills" has a mystical approach, with an appropriately mystical sound effect. If you want your coach to anticipate what plays the opposing team might run, you should opt for the skill called "Coachstradamus." "Since it has a mystical vibe," Haumiller explains, "for the sound effect, we used the Zoltar fortune-teller machine from *Big*."

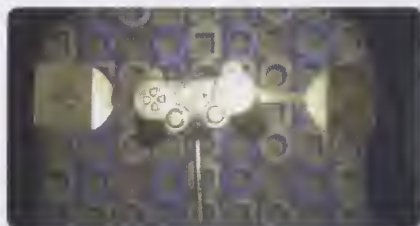
## 04 FIELD DRESSING

In what's clearly an intimidation tactic, the Army, Navy, and Air Force football teams will often have paratroopers parachute onto the field before a game. But while this happens in *NCAA* as well, the paratrooper who virtually drops in is actually moonlighting from another game. "We used the paratrooper from *Battlefield 3*," Haumiller admits. "We wanted a paratrooper, so we got the actual model from the *Battlefield* team."



## 05 POD PEOPLE

Given the game they make, it's not surprising that Haumiller and his coworkers are a competitive bunch, which is why they have not one, but two different annual competitions. One, The Pod-lympics, pits different groups within the team (say, the sound design crew or character modelers) in such games as paintball or rounds of some B-bit Nintendo classics, while the other has them playing that year's *NCAA* in hopes of winning the Gold Spatula trophy (i.e., a PS2 controller and two spatulas duct-taped to a putter and spray-painted gold). "They're good team-building exercises," Haumiller explains.



## 06 PAVLOVIAN RESPONSE

Russian scientist Ivan Pavlov (1849-1936) trained his dogs to salivate when they heard a dinner bell. This kind of sonic reinforcement is also, apparently, used by the *NCAA* team. "When working on the game," Haumiller explains, "if you do something that breaks the game, you have to take this chicken that plays the 'Chicken Dance' song back to your desk with the song blaring. And you hold onto the chicken until someone else breaks the game."

## 07 ATTACK THE BLOCK

Along with the aforementioned "coach skills," another big change to the new *NCAA* is improved blocking. Though, while working on this feature, the folks at EA Tiburon went a bit overboard. "When the team was trying to identify when a computer-controlled player would miss a block it should've made," Haumiller recalls, "they adapted this animation from our *MMA* game [2010's *EA Sports MMA*] to show the offensive lineman picking up the defensive lineman and slamming him to the ground so they could find these instances easily."

## 08 THERE'S AN APP FOR THAT

*NCAA Football 14* is available for both Sony's PlayStation 3 and Microsoft's Xbox 360. But it should probably be made for Apple's famous cellphone as well. "Another new addition to *NCAA*," Haumiller says, "is the ability to organize your playbook however you chose. And to move things around, we use a drag-and-drop mechanic, which we modeled after how you move apps around on the iPhone."

## 09 IT'S BLENDED... IT'S SPLENDID

Still another new aspect of *NCAA* is how recruiting has been streamlined. But while it's now called "Power Recruiting," it originally had another name, one that inspired a rather alcoholic logo. "The working title was Point-Based Recruiting, because that's what it is," Haumiller says. "But that quickly got shortened to PBR, so someone made a logo for it that looked like the Pabst Blue Ribbon logo. Though, as we got closer to releasing the game, EA's legal department stepped in and said, 'This has to change.'"

## 10 SHOUT IT, SHOUT IT, SHOUT IT OUT LOUD

To add authenticity to the game, the *NCAA* team has, for the last couple of years, been going to real *NCAA* football games to record each school's signature chant. But, originally, they didn't travel that far. "Back in 2003 or 2004," Haumiller recalls, "they sent a bunch of testers from quality assurance to the roof of this parking garage to do the chant from every single school in the game. And some of those chants are still in the game." Though the reason Haumiller "recalls" this—instead of "says" or "explains" it, is, he admits, "because I was one of those testers."



# COVER STORY





PUBLISHER ROCKSTAR GAMES  
DEVELOPER ROCKSTAR NORTH  
PLATFORMS 360 / PS3

17

SEP

# grand theft auto



## THREETIMESTHE MAYHEM

BY JOSH HARMON

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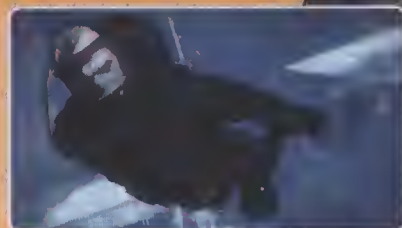
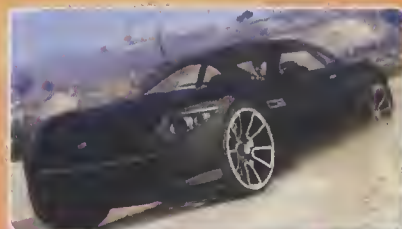
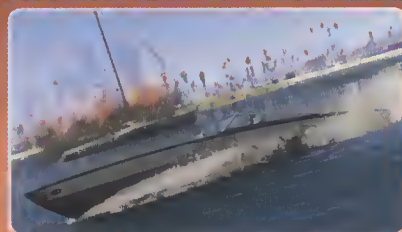
**G**rand Theft Auto. Few words in the history of videogames carry quite as much baggage as those simple three. To some, they signify 15 years of controversy, of violent, profane, and tactless adventures that glorify crime and corrupt our culture's moral center. To others, they mean audacious innovation, enduring reliability, and biting social satire. They represent a franchise that singlehandedly invented the open-world action game as we know it, one that continues to refine the genre in ways no one expected.

The next entry in the franchise, *Grand Theft Auto V*, probably won't do much to silence the former camp, but it will certainly give the latter plenty to talk about. By all indications, Rockstar North's latest effort marks the single biggest step forward for the series in, well, ever.

*Grand Theft Auto V* sees changes and advancements on nearly every level, right down to the most fundamental. Rather than putting players in the shoes of a single character, *GTAV* instead presents the stories centered around three different playable protagonists—con-turned-family-man Michael, ex-gangbanger Franklin, and crazed hillbilly Trevor. While *GTAV*'s DLC expansions, collected in *Grand Theft Auto:*

*Episodes from Liberty City*, introduced the idea of telling interwoven side stories with new heroes, this time around, you'll actually experience the entire game through the eyes of all three men.

In addition to having their own relationships, responsibilities, and personal storylines, all three characters also bring their own gameplay benefits to the table. Michael can slow down the action during combat with a feature akin to *Max Payne*'s bullet-time, while Franklin can do the same while driving to help navigate particularly tricky maneuvers at high speeds. Trevor, for his part, can fly into a rage that allows him to deal increased damage while taking less harm from incoming attacks.



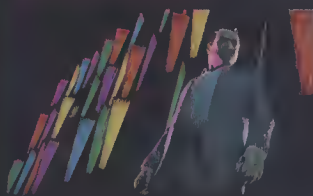
**ALL THREE CHARACTERS ALSO BRING THEIR OWN GAMEPLAY BENEFITS TO THE TABLE**



## THE USUAL SUSPECTS

Each member of *GTA V*'s trio of protagonists brings his own unique background and perspective to the game's story. Here's a quick intro to all three.

### MICHAEL



A former bank robber, Michael ratted out his fellow criminals to the Feds in exchange for

amnesty and a spot in witness protection. His new life is rather comfortable—a mansion in the hills, expensive cars, a trophy wife and spoiled kids—but the thrilling allure of a life of crime is just too much for Michael to resist.

### FRANKLIN



Once a gangbanger in the streets of South Los Santos, Franklin wants to leave

the small time behind for a more important and respected position in the criminal underworld. At the start of the game, he's working as a repo man, a post that's given him plenty of time to become a specialist in high-end sports cars.

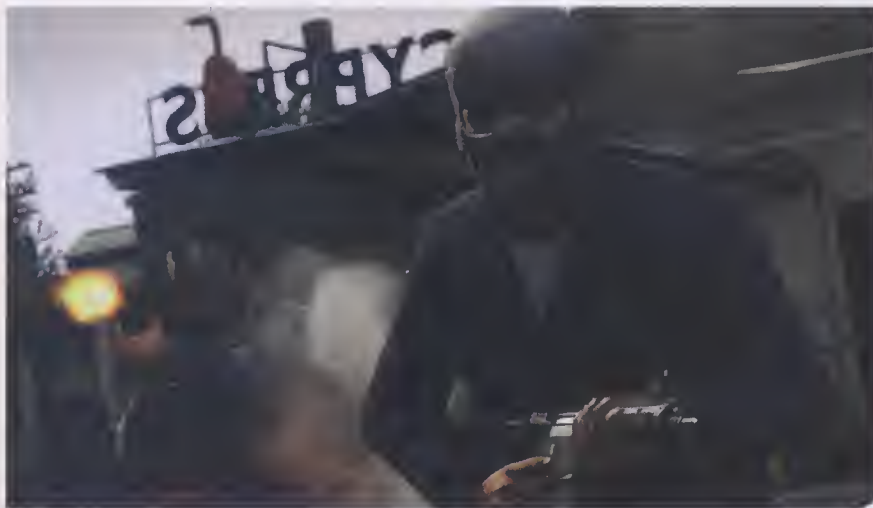
### TREVOR



As the unabashed wildcard of the bunch, Trevor's a far cry from the typical GTA

antihero. This deranged, foul-mouthed, borderline-sociopathic redneck is about as unpredictable as it gets—though his penchant for violence and extensive experience as a military pilot make him an invaluable member of the team.

## cover story



The coolest thing about having multiple protagonists, though, is that you'll be able to swap between them at any time, seamlessly shifting your perspective with the press of a button. In free roam, this feature serves a speedy way to hop between distant parts of the map. Not every story mission features multiple characters—there's a mixture of one-, two-, and three-man jobs—but those that do will allow you to jump back and forth however you see fit.

Additionally, those missions will also be substantially larger in scope than anything the franchise has ever seen. While there have been a few segments of previous games that stood out for their big cinematic moments, that level of insanity is now the norm. You'll rappel down the sides of buildings, crash two speeding trains into each other, drive a jeep out of a cargo plane at 30,000 feet, and a whole lot more.

And if you enjoyed *San Andreas'* casino break-in or *GTAIV's* bank robbery, you're in for a treat. Much of your time in *GTAV* will be dedicated to pulling off elaborate heists, planned out and executed over the course of multiple missions. In a first for the series, you'll actually be able to make meaningful decisions about how these capers play out. Should you go in quick and quiet, or should you opt for a noisy smash and grab instead? Who should you bring with you for backup on the job? Those questions are now yours to answer.

Of course, no *Grand Theft Auto* game would be complete without a city to explore, and *GTAV* cranks things up here as well. The open-world map, comprised of the Los Angeles—in-

spired Los Santos and its surrounding countryside, is the largest and most detailed Rockstar has ever created. In fact, if you were to put the worlds of *GTAIV*, *San Andreas*, and *Red Dead Redemption* side by side, they still wouldn't be as big as *Grand Theft Auto V*.

That massive space is far from empty, too. In addition to the urban sprawl of Los Santos, there are suburbs, desert towns, and a vast wilderness area populated by an entire ecosystem of wildlife—a feature inherited from Rockstar's earlier work on *Red Dead Redemption*. *GTAV* also features more interior spaces than ever before, as well as fully modeled underwater locations off the coast that you can explore by strapping on scuba gear and going for a dive.

To top things off, you'll also be able to customize everything to your heart's content. You can outfit your characters in a staggering number of clothing items or head to the tattoo shop for some ink. As in previous games, you can repaint any car in your garage, but now you'll also be able to upgrade and tune its performance. In a brand-new addition, you can now improve your weapons by purchasing attachments like laser sights, silencers, and scopes, too.

All told, *Grand Theft Auto V* features a staggering number of changes and upgrades to the franchise formula. There's no section of the game that hasn't been overhauled, augmented, or tweaked in some small way. Rockstar has put in an undoubtedly ambitious effort, and if they can pull it off, *GTAV* could well be biggest, baddest, and best *GTA* experience yet. **G**





## CALIFORNIA LOVE

Much like *Grand Theft Auto IV*'s reinvention of *Liberty City* stuck close to its real-world counterpart, New York, *GTAV*'s Los Santos will be drawing heavily from the actual geography of Los Angeles. Though it's far from a 1:1 model of the city, Los Santos will feature a similar layout and spirit to real-life Southern California, complete with plenty of iconic landmarks. You'll be able to drive down the main drag in Vinewood and recognize fictionalized versions of Hollywood's Chinese Theater and the Capitol Records Building. You'll be able to gawk at the muscle men on Vespucci Beach or explore the theme park at the end of the Del Perro pier—*GTAV*'s takes on Venice and Santa Monica, respectively. But these locations are just the beginning—a great deal of the map has been dedicated to capturing the spirit of the suburban sprawl and desert wilderness on L.A.'s doorstep, too.

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A dynamic action scene featuring LEGO versions of Iron Man, Spider-Man, Hawkeye, Deadpool, and the Hulk. Iron Man is in the upper left, Spider-Man is at the top center, Hawkeye is in the center with wings spread, Deadpool is on the right holding a gun, and the Hulk is in the foreground. The background is a dark, stormy sky with lightning and a bright explosion in the center.

# COMING FALL 2013



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DEVELOPER WARNER BROS. GAMES MONTREAL  
PLATFORMS XBOX 360 / PS3 / WII U / WINDOWS PC

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# BATMAN: ARKHAM ORIGINS

THE MOST WONDERFUL TIME OF THE YEAR

BY RAY CARSILLO




**W**hen a given property has a lot of history to it, the pressure of appeasing an already installed fanbase—while still letting your creativity flow—may be one of the hardest tasks gamemakers face. *Batman: Arkham Origins* is a prime example of this. Everyone knows Batman, his supporting cast, his rogues gallery, and Gotham City. So, it was going to be a tall challenge for Warner Bros. Montreal to not only come into the 70-plus year lore of the Batman universe, but to also leave a mark on this special universe so perfectly crafted by the Rocksteady developers who worked on *Arkham Asylum* and *Arkham City*.

One method WB Montreal came up with to help set themselves apart and give the Arkhamverse its own touch was to mess with the setting. The result? Batman's going to be fighting evil during Christmastime.

"The pragmatic reason for the Christmas theme is that the second anyone interested in the game sees a screenshot, a video, or

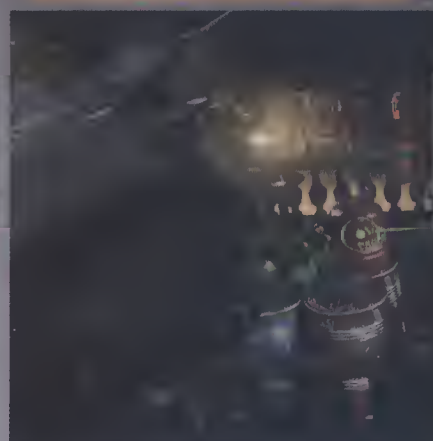
any other piece of media, that immediately jumps out at you as *Arkham Origins* and not another game," senior producer Ben Mattes explains. "There needed to be something visually iconic about it that makes it stand out as a new game, without fundamentally changing the art direction, which we had no interest in doing."

The Christmas theme isn't just about making *Arkham Origins* stand out from its brethren to help potential sales, however.

"The other reason is really the more powerful reasoning behind it," Mattes says. "There's a rich, emotional connection for many people to Christmas. It's family, friends, presents, Christmas carols, and most people have positive associations with it. And there are just so many opportunities to play with the player's emotions when you take something so positive and set it against the dark, grim backdrop of Gotham, especially when it's being torn apart by a bunch of assassins and gangs. That dichotomy gives us the opportunity to tell some unique narratives." 



## THE WORLD'S GREATEST DETECTIVE



For many, Detective mode in *Arkham Asylum* was a bit of a crutch. In *Arkham City*, it became less necessary in many parts of the world. In *Arkham Origins*, however, the "Detective" in Detective mode is strongly stressed, striking the balance of not using it all the time—but getting the most out of it when you do.

With the revamped Detective mode, Batman not only sees everything around him in the familiar blue hue from the first two games, but he also can now project 3D re-creations of the crime scene. These allow him to replay events that he might not have seen—or only glimpsed from one particular angle. He can then "walk" through this digital world and even play the crime back to get better angles on where a gunshot may have come from, or he can analyze the approach criminals may have taken in order to try to better understand who he's facing.

**THERE NEEDED TO BE SOMETHING VISUALLY ICONIC ABOUT IT THAT MAKES IT STAND OUT AS A NEW GAME, WITHOUT FUNDAMENTALLY CHANGING THE ART DIRECTION**

—SENIOR PRODUCER BEN MATTES

PUBLISHER NINTENDO  
DEVELOPER GAME FREAK  
PLATFORMS 3DS

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OCT

# POKÉMON X AND Y

GOTTA CATCH...WELL, YOU KNOW THE REST!


BY RAY CARSILO

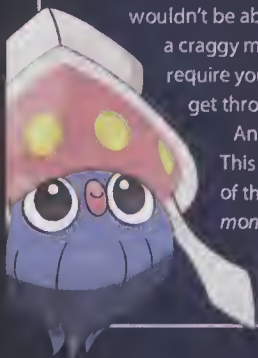
**P**okémon X and Y marks a plethora of changes for the franchise—the most notable being that trainers are inserted into a 3D world for the first time. While Pokémon battles will still play out in a fashion similar to what gamers have come to know, no longer will players be restricted while walking around the world to the top-down look the series has featured for the past decade and a half.

But besides the 3D effects, players will see new brand-new modes of transportation that will offer more freedom of movement than ever before.

"The reason we had the form of movement locked to a grid in the past is because we feel that it's a lot easier for some players to understand how that works," says game director Junichi Masuda. "Pokémon, as a game, is about encountering Pokémon, and it becomes a lot easier with a grid to carefully determine where, exactly, those moments happen. However, using the analog pad and the roller skates in X and Y, it's a free-movement system, actually. We're trying to keep a balance between free movement and the walking system from previous games now."

Along with the free movement afforded by roller skates, players will now also get to ride their Pokémon on land. Sure, you could always fly with a Pidgeot to fast-travel points or surf on a Lapras' back, but new terrain on land will require trainers to hop on certain types of Pokémon to traverse paths that feet or bicycle tires wouldn't be able to handle. For example, a craggy mountainside path might require you to pull out a Rhydon to get through.

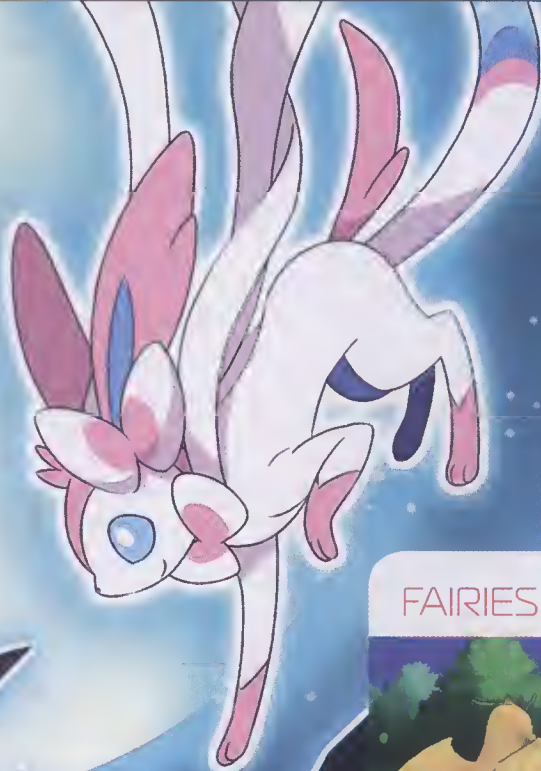
And here's the exciting part: This only scratches the surface of the new features that Pokémon X and Y will tout as players explore the Kalos region for the first time. 





"WE'RE TRYING TO KEEP A BALANCE  
BETWEEN FREE MOVEMENT AND  
THE WALKING SYSTEM FROM  
PREVIOUS GAMES NOW."

—GAME DIRECTOR JUNICHI MASUDA



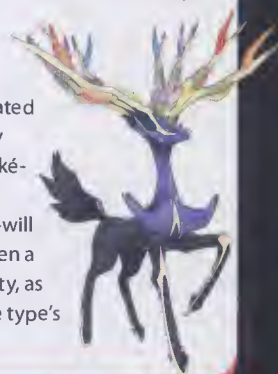
## FAIRIES TAKE FLIGHT



The last time a new Pokémon type appeared was way back in another millennium when Steel and Dark were added to *Gold* and *Silver*, in 1999. *Pokémon X* and *Y* will break the streak of games without a new type, however, when the Fairy Pokémon gets thrown into the mix.

"It's the first time we're introducing a new type in 14 years, and we had tried to keep the balance of all the types over the past 14 years," says game director Junichi Masuda. "As of right now, Dragon types have no weakness. But no one wants us to really weaken the Dragon type, of course, so we decided to come up with something that can really go up against the Dragon, and that was why we decided to come up with the Fairy."

Not only will a slew of new Pokémon species be created that fit into the Fairy type, but certain Pokémon—like Clefairy and its evolutions—will be retooled and given a retroactive continuity, as they naturally fit the type's parameters.



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# SKYLANDERS: SWAP FORCE

KID-TESTED, GAMER-APPROVED


BY ANDREW FITCH

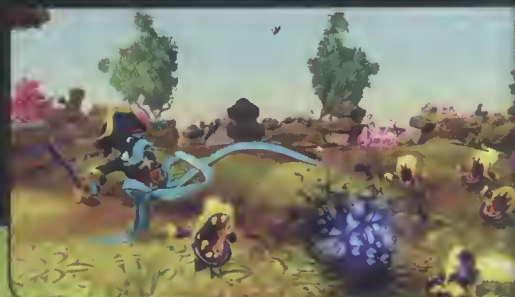
**D**isney infinity—Disney's just-released take on action-figure-collecting-meets-videogames—may be getting the bulk of the publicity right now, but don't count out the originator of the concept, Activision's *Skylanders*, just yet. While it remains to be seen whether the House of Mouse can deliver an experience that'll have lasting appeal, Spyro and friends have a proven track record of appealing to children—and kids at heart—over two years and a whopping seven hardware platforms.

The latest iteration on the formula stars the titular SWAP Force, who had their bodies blown apart in a violent, Vesuvius-style volcanic eruption. But don't fret—unlike the doomed Romans of Pompeii, these critters are just fine, and this disaster even granted them new powers: the

ability to swap out their top and bottom parts to mix and match powers.

It's an ingenious twist that really matches the mindset and imagination of a child. After all, how many of us would pretend to fuse our Transformers with our G.I. Joes growing up, creating awesomely spectacular heroes who could take down Cobra Commander and Megatron *at the same time*? It's proof that the developers at Vicarious Visions are truly looking at creating this experience from a kid's perspective—and the anything-goes attitude of the playground.

Best of all, if your child's already got a massive collection from *Spyro's Adventure* and *Giants*, don't worry. He or she will still be able to use any existing figures in Swap Force—complete with any achieved levels and upgrades. 





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PUBLISHER MICROSOFT STUDIOS  
DEVELOPER CAPCOM VANTOUVER  
PLATFORM XBOX ONE

2013

NOV

# DEAD RISING 3

## WHEN NEXT-GEN ZOMBIES ATTACK

BY MARC CAMRON

**T**he *Dead Rising* series has treated zombie lovers to some of the most intense undead action in gaming. But the series has suffered from some questionable design choices like the games' overly linear nature and their extreme difficulty, stemming from limited checkpoints and game saves.

Fortunately, the developers at Capcom Vancouver have addressed these issues and more with their upcoming *Dead Rising 3*, scheduled to release with the Xbox One at the system's launch.

*Dead Rising 3* takes place 10 years after the events in Fortune City and *Dead Rising 2*. New protagonist Nick Ramos must find a way to escape the zombie-infested city of Los Perdidos, California—a fictional representation of present-day Los Angeles—before the military bombs it out of existence.

Unlike the straightforward mission structure from previous games, *Los Perdidos* is a massive open-world teeming with objectives. While there's an ongoing story, time limits have been removed, giving players the freedom to explore without the threat of having to start over.

The game also makes use of Microsoft's SmartGlass app, giving players access to exclusive missions, additional weapons, and military support, with maps offering an overview of the whole city.

Plus, the new Kinect 2.0 draws players deeper into game's environment, as zombies will "hear" what's happening in your room and respond to it accordingly. Beware: If your dog barks while you're playing, it could draw some very unwanted attention in *Los Perdidos*.

All of these features and more will be available when *Dead Rising 3* and the Xbox One hit this November. **G**



**PROTAGONIST NICK RAMOS MUST FIND A WAY TO ESCAPE  
THE ZOMBIE-INFESTED CITY OF LOS PERDIDOS, CALIFORNIA**



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# Madden NFL 25



rating  
94%

GOLD

PUBLISHER EA SPORTS  
DEVELOPER EA TIBURON  
PLATFORMS 360 / PS3

27

AUG

**I**t's hard to believe that the *Madden NFL* franchise is 25 years old. The first console version came to the Sega Genesis back in 1990 (the game's second iteration), and even with the primitive 16-bit graphics, the realistic formations made for revelatory gameplay. Waiting for *Madden's* annual release has since become a tradition marking the start of football season.

For the franchise's 25th anniversary, EA pulled out all the stops, giving players a complete overhaul of the running game, which balances the experience like never before. Let's be honest: *Madden* has always been a passer's game. Sure, it was possible to get a good run in—particularly if your team had good blockers—but there was little nuance to these plays. With *Madden NFL 25's* new "Run Free" mechanic, the ground game has exploded. Dozens of new moves—and the ability to string them together for precision combos—allow players to elude tackles and stretch runs into spectacular plays. In fact, it makes the game feel fresher than it has in years.

Additionally, *Madden NFL 25* overflows with beefed-up gameplay options. Particularly, the returning Connected Franchise mode has been redesigned, allowing players even greater control over their teams—including the ability to move your team to different cities if you're so inclined. All this combines to make *Madden NFL 25* one of the series' best installments yet.

### Pikmin 3

rating  
**95%**

**GOLD**

PUBLISHER NINTENDO  
DEVELOPER NINTENDO  
PLATFORM Wii U

03

**AUG**

If you've never played a *Pikmin* game, don't feel intimidated by the "3" in the title here. *Pikmin 3* is friendly to both newcomers and series veterans alike, and 60-year-old Nintendo legend Shigeru Miyamoto proves age hasn't slowed him down a bit with his latest epic adventure. Taking control of a trio of inch-high astronauts, you'll wrangle up the diminutive inhabitants—the titular Pikmin—of a strange planet on the edge of the galaxy and use their various powers to round up enough footstuffs to make the return trip home. The level design is particularly ingenious, as each area will require you to swap between your three adventurers to complete tasks; it's complex and challenging, but it never feels overwhelming. The gruesome fate that befalls stray Pikmin may be a little much for young tykes to handle, but older kids can learn a lot about nature and the circle of life from this charming, fascinating experience that's definitely the crown jewel of the Wii U.



### Mario & Luigi: Dream Team

rating  
**85%**

**SILVER**

PUBLISHER NINTENDO  
DEVELOPER ALPHA DREAM  
PLATFORM 3DS

11

**AUG**

*Mario & Luigi: Dream Team* won't be knocking the Super NES classic *Super Mario RPG* off its throne, but it might just be the next best thing. The latest installment in Nintendo's Mario-centric RPG series boasts a whole lot of personality and charm through its comedic cast of characters, its overall visual style (which blends highly detailed hand-drawn sprites with 3D backgrounds) and its turn-based RPG combat with a splash of Mario's trademark platforming. Compared to Mario's usual run-and-jump adventures, *Dream Team* is much quirkier and much stranger: After voluntarily venturing to a land inhabited by pillow people called Pi'illo Island, Mario finds himself hopping out in and out of his sleepy-head brother's dreams. But being peculiar only adds to *Dream Team*'s



delightful appeal. The rest of its success is solidified by surprisingly deep, cohesively competent RPG elements deserving of the Mario branding. All in all, it's just a whole lot of fun.







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## Saints Row IV

rating  
**92%**

GOLD

PUBLISHER DEEP SILVER  
DEVELOPER VOLITION  
PLATFORMS 360 / PS3 / PC

20

AUG

The most impressive thing about *Saints Row IV* is how completely different it feels from the other games in the series. While there are plenty of returning gameplay mechanics, the brilliant addition of superpowers really steals the show here. Being able to leap tall buildings and run faster than any vehicle makes for a game that's less *Grand Theft Auto* and more *Prototype* or *inFAMOUS*—only better. *Saint's Row IV*'s take on superhuman navigation is so fun, it's easy to get lost for hours hopping, gliding, and sprinting around without accomplishing anything. When you finally do turn your attention toward the story missions, you'll find quite a bit of variety, along with plenty of the wacky, satirical humor the

franchise has become known for. The one downer here is the fact that the city's just a recycled version of *The Third*'s Steelport, but it's easy to look past that when the rest of the experience feels so new.



## Lost Planet 3

rating  
**70%**

PUBLISHER CAPCOM  
DEVELOPER SPARK UNLIMITED  
PLATFORMS 360 / PS3 / PC

27

AUG

As a prequel, *Lost Planet 3* is able to take the franchise back to its roots—having players brave the unforgiving frozen landscape of E.D.N. III. In a lot of ways, the series' third entry still contains all the aspects that, on paper, defined the original. There's plenty of third-person action, plenty of exploration, and plenty of stomping about an arctic wasteland while riding in a giant mech. But unlike the previous two *Lost Planet* games, which were developed internally at Capcom, the third entry was developed Stateside and feels decidedly more Western. This might make the game more accessible to newcomers, but it might not quite jell with the expectations for long-time fans of the franchise. Still, while *Lost*

*Planet 3* doesn't do much to stand out in a crowd, it does tell an interesting, character-driven story about a regular guy just doing right by his family, framed by average-but-enjoyable gameplay.



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## LONE RANGER

### LEARNING TO FLY: THE CROW WING ABILITY

One of the most important objectives in the Lone Ranger Play Set is hidden in the game and not a typical mission given to you by another character. Not only does this secret mission give you the incredible ability to fly, it is also essential to unlock and play several Challenge Missions. Throughout your adventure, make sure to hunt down these five special totems to unlock the Crow Wing Pack, which allows you to transform into a black bird that can soar throughout the entire Play Set.

**THE FIRST TOTEM** can be found when searching for the nests during the Clearin' the Lines mission. Outside of Colby, climb up some wooden planks on the side of the mountain to reach a plateau where you can target the third nest for that mission. From this spot, look to the left to find several more wooden boards that you can climb up to locate the first totem.





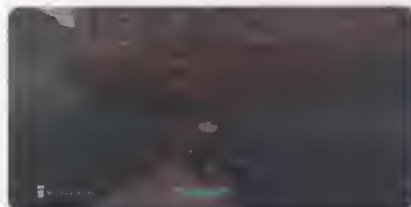
**THE SECOND TOTEM** is easy to find, but if you are not careful, it is also easy to overlook. The canyon near Colby had some Cavendish boys lurking around, but you probably didn't go all the way around the fire and into the small alcove where the totem is hidden.



**THE THIRD TOTEM** is also easy to get to, but it is out of sight at Red's Traveling Entertainments. Next to Red's is a brown building that obscures this totem in the corner.



**THE FOURTH TOTEM** is NOT easy to find, and your only clue about it is that you might have noticed the planks on the left side of the wall when visiting the miner. There is a series of ledges below that hide the totem as well as a few boulders that lead to a little island. The planks on the side near the miner can be used to climb down to find the totem and then to get back up.



**THE FIFTH TOTEM** is also hard to spot because it is really high up. Go to the Railroad Camp and climb up to the hills on the opposite side of the track. Instead of climbing the wooden planks, run out towards the rising hills to the left.



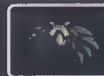
Run as far as you can along this path until you notice a tower on a ridge and a series of wooden planks you can climb.



To get to the top of this tower you need to leap up the wooden structure by climbing up boards and moving around to the sides to continue your ascension. It is not a simple climb straight up. Expect to have to maneuver around the tower as you go higher. At the top is the final totem!



The prize was certainly worth all the effort because it grants the ability to turn into a crow and fly across the entire Play Set to collect all the capsules.



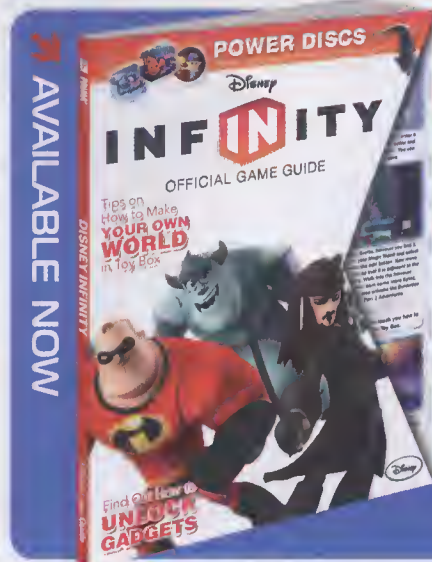
#### NEW TOY UNLOCKED: CROW WING PACK

Once you buy and activate this ability, you will be able to literally fly like a bird. However, the Challenges Missions that use this ability will become available when you finally take on Butch Cavendish. Those Challenge Missions will unlock in a sequential fashion, so you must beat one on easy before you can try another.



#### NEW CHALLENGES AVAILABLE:

FLIGHT FROM THE ELDERS,  
WATER WINGS, ROUNDIN'  
THE RIDGE, TRACKIN'  
THE TRAIN, AND SOARIN'  
THROUGH CAMP



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# MADDEN NFL 25

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## MADDEN ULTIMATE TEAM

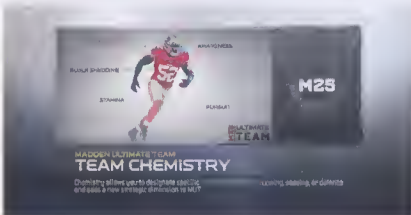
Madden Ultimate Team is a game mode that combines player trading items with on-the-field Madden NFL action. Along the way, you can earn, buy, auction, and trade players to build your ultimate team of football legends past and present. In Ultimate Team mode you put together a team that fits any style or mold you want and then compete against other players!



HERE'S A DETAILED DESCRIPTION OF CHEMISTRY BENEFITS BROUGHT TO YOU BY EA SPORTS TIBURON GAME DESIGNER CHUCK KALLENBACH

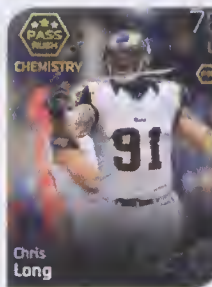
*Make sure to consider chemistry when building your ultimate team to maximize your ratings.*

This season, chemistry is part of Madden Ultimate Team and a huge factor in the success and style of your team. There are four types of chemistry on offense and defense, and each of them will give your team a unique feel. The more chemistry you earn the more your team can unlock boosts. For example, a team that chooses "speed run" will receive boosts to elusiveness and run blocking.

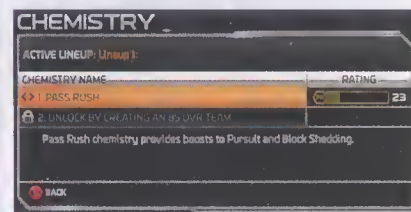


If you really want your Ultimate Team in Madden NFL 25 to be, well, Ultimate, you have to manage team chemistry. Chemistry is a system of boosts that offer certain attributes for all players on your team.

Players that provide chemistry have a special hex icon on the front of their player items to see how much of a boost your player provides. Team chemistry ranges from 0-99, and as you add more and more to your team, the attribute boosts get bigger and bigger. Tiers, position, and chemistry types determine how much chemistry a player provides. For example, every gold tier left end player with Pass Rush provides the same chemistry boost.



Only starters and players in their proper positions will give you a chemistry boost. If a Ground and Pound left tackle is playing out of position at right tackle, you won't receive anything from his chemistry. The chemistry icons of substitute players are highlighted when they match your team chemistry.



Upon unlocking your starter team, your captain provides some starting chemistry, which can be selected in the starting lineup. You can review your rating in team chemistry by selecting that tile on the lineup panel. Scroll left and right to see your totals in all the different chemistries.





## JUST THE FACTS

There are four kinds of team chemistry for both offense and defense: Here's a list of the team chemistry choices, along with the attributes they boost.

### OFFENSE

- **Short Pass** – PBLK Pass Blocking and CINT Catch in Traffic
- **Long Pass** – PBLK Pass Blocking and RRUN Route Running
- **Ground and Pound** – RBLK Run Blocking and TRCK Trucking
- **Speed Run** – RBLK Run Blocking and ELUS Elusiveness

### DEFENSE

- **Zone Defense** – PREC Play Recognition and ZCOV Zone Coverage
- **Man Defense** – PREC Play Recognition and MCOV Man Coverage
- **Pass Rush** – BSHD Block Shedding and PUR Pursuit
- **Run Stuff** – BSHD Block Shedding and TCKL Tackling

## DOUBLE YOUR FUN

Your team begins with one available chemistry slot, and you can choose any of the eight available types. When your OVR gets to 85, you'll receive a second slot, allowing you to experiment with different combinations of chemistry. You'll want to maximize the chemistries that complement your play style.

Looking to get a leg up on chemistry? Be sure to utilize the chemistry combinations like Long Pass and Short Pass, which result in a double boost to your pass blocking. Your three choices for chemistry combinations are as follows:

- **Two offense or two defense that share an attribute, such as Pass Rush and Run Stuff**
- **Two offense or two defense that don't share an attribute, such as Long Pass and Speed Run**
- **One offense and one defense, such as Ground and Pound and Zone Defense**



## FIND A COACH WITH CHEMISTRY

The Preseason solo challenges are easier matchups that provide a coach item that has additional chemistry. Search through the list of games to find the chemistry you're looking for. For example, if you want Pass Rush chemistry, check out the St. Louis Rams' game against the Browns.



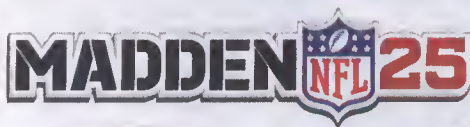
## GET SOME LEGENDARY CHEMISTRY

The legendary solo challenges and collections provide a path to an elite player item that has chemistry. Win one of the legendary solo challenges to earn a collectible. Find the legendary player that matches that collectible in packs, and then proceed to the legendary collection to upgrade your player to a version with chemistry. The collection description tells you what kind of chemistry your elite legendary player will have.

## EIGHT KINDS OF ELITE CHEMISTRY

In addition to providing important boosts for your players, chemistry is a requirement for the Elite series of solo challenges. For example, the first challenge in the sequence requires Run Stuff chemistry.

**ONE TIP:** Make several lineups to help fulfill the various chemistry requirements of these challenges. The rewards are well worth your trouble, and you'll learn a lot about how to maximize your team chemistry.



These Guides are available at **Walmart** and **Walmart.com**.



# PARTING SHOTS

## ONE-ON-ONE WITH SHIGERU MIYAMOTO PRODUCER / PIKMIN 3

**WGC:** What's different about *Pikmin 3*'s story mode compared to the rest of the series?

**Shigeru Miyamoto:** The story mode in the original *Pikmin* was obviously a 30-day story, and it was designed for you to try to accomplish as much as you could in 30 days—or try to finish it in as few days as possible. That's still a very important element in the *Pikmin 3* story as well, but the difference is that instead of having the very strict rules of the 30 days you had before, now you have a much longer time-frame, a much greater degree of freedom, and you can continue playing for a very long time if you want to. But you still have, ultimately, that goal of following the story and trying to reach that completion, but at the same time, you have the ability to try to do that in a way that's very challenging and trying to do it in a very limited number of days.

**WGC:** Will the story mode change depending on how gamers play it?

**SM:** What's interesting is that the story itself is a fairly simple one; the story itself doesn't change based on, necessarily, how you've gotten through the game. But what we have done is designed it in a way that within each of the different areas, there's a tremendous amount of freedom that allows you to approach that area however you like, so people who try to go through and clear the game as quickly as they can are probably going to come away with a different impression of the Story mode than people who take their time and explore everything and see the things they want.

**WGC:** What new gameplay features will *Pikmin 3* bring to the series?

**SM:** The other thing that the game introduces, for the first time, is the ability for one of the

explorers to throw another one, like they throw a *Pikmin*. But what this means is that you can throw one explorer to a place that another explorer can't get to—and then throw a team of *Pikmin* up there for that explorer to then move ahead and explore that area; this introduces puzzle-solving elements.

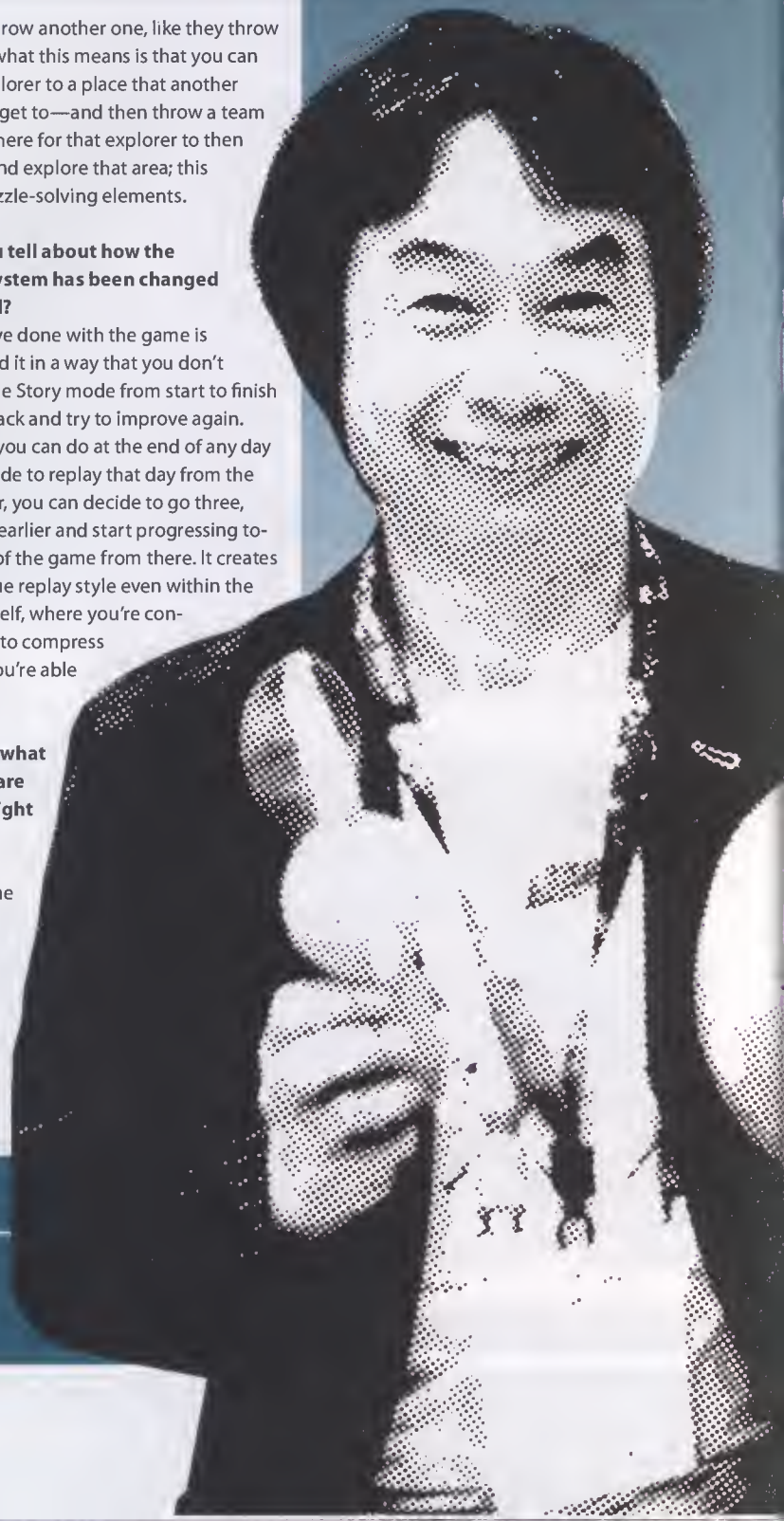
**WGC:** Can you tell about how the game's day system has been changed this go-round?

**SM:** What we've done with the game is we've designed it in a way that you don't have to play the Story mode from start to finish and then go back and try to improve again. Instead, what you can do at the end of any day is you can decide to replay that day from the beginning—or, you can decide to go three, four, five days earlier and start progressing toward the end of the game from there. It creates kind of a unique replay style even within the Story mode itself, where you're continually trying to compress how quickly you're able to do things.

**WGC:** Finally, what other games are you playing right now?

**SM:** There's a cellphone game in Japan that's quite popular these days called *Puzzle & Dragons* that I've been playing a little bit. **G**

**W**ithout him, there's a strong chance that the videogame industry we know and love nowadays would be very different. Shigeru Miyamoto is the mastermind behind many of gaming's most iconic franchises and the reason why Nintendo is a brand known by gamers and non-gamers alike. So, it was a distinct pleasure that we were able to speak with Miyamoto about his new Wii U game, *Pikmin 3*.



### VITAL SIGNS

OCCUPATION GAME PRODUCER/CREATOR

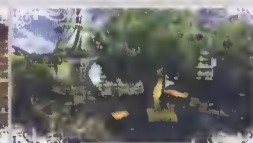
GAME HIGHLIGHTS DONKEY KONG, SUPER MARIO BROS., THE LEGEND OF ZELDA, STAR FOX, PIKMIN (TO NAME A FEW)



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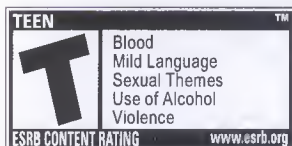
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